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46

THE KINGS OF MIDDLE-EARTH
FACE THE DARK LORD SAURON!

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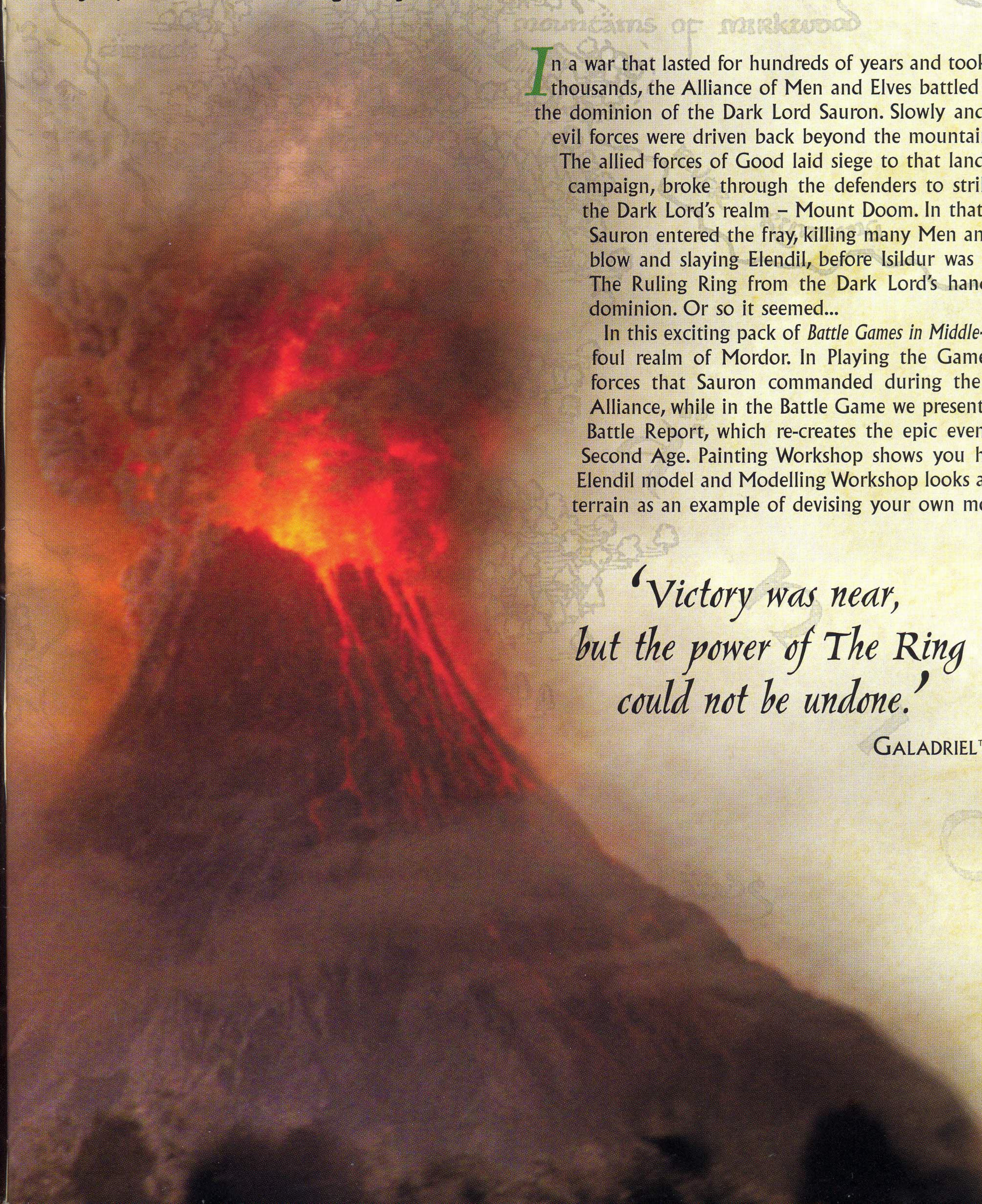
The Fall of Sauron™

In the pivotal Battle of the Last Alliance, Sauron's forces were being defeated, forcing the Dark Lord himself to take to the field of battle. In the face of such a powerful foe, would the strength of Men and Elves hold?



In a war that lasted for hundreds of years and took the lives of many thousands, the Alliance of Men and Elves battled constantly against the dominion of the Dark Lord Sauron. Slowly and at great cost, the evil forces were driven back beyond the mountain walls of Mordor. The allied forces of Good laid siege to that land and, in a lengthy campaign, broke through the defenders to strike at the heart of the Dark Lord's realm – Mount Doom. In that climactic conflict, Sauron entered the fray, killing many Men and Elves with every blow and slaying Elendil, before Isildur was finally able to cut The Ruling Ring from the Dark Lord's hand, ending Sauron's dominion. Or so it seemed...

In this exciting pack of *Battle Games in Middle-earth*, we enter the foul realm of Mordor. In Playing the Game, we examine the forces that Sauron commanded during the time of the Last Alliance, while in the Battle Game we present the first part of a Battle Report, which re-creates the epic events that ended the Second Age. Painting Workshop shows you how to paint your Elendil model and Modelling Workshop looks at building Mordor terrain as an example of devising your own modelling projects.

> *'Victory was near,*
> *but the power of The Ring*
> *could not be undone.'*
>
> GALADRIEL™

▲ KING OF MEN
Elendil leads his men to the foot of Mount Doom to confront the Dark Lord Sauron.

Forces of Sauron™

Sauron's army of the Second Age was one of the most powerful forces ever to march to war in Middle–earth. With the Dark Lord himself at their head, they seemed all but unstoppable – set to burn and conquer the lands of the Free Peoples.

Sauron the Deceiver was driven by a consuming desire to dominate Middle-earth and crush all who dared oppose him. Through his mastery of the Rings of Power, he weakened the Free Peoples by subterfuge and sorcery, before unleashing his vast army of Orcs, Trolls and Nazgûl on an unsuspecting world. At the battle of the Last Alliance, a force of united Men and Elves marched to face the largest army of Evil that had ever been seen and, were it not for Isildur of Gondor, would have been crushed underfoot. In this Pack, we present the rules for Sauron himself, along with a guide to choosing a themed Second Age army of Mordor.

◄ POWERFUL FOE

Sauron smashes and hews all who stand before him.

Second Age Battle Games

When choosing an army of Sauron, it makes sense to pick only those Heroes and warriors who would have been alive during the Second Age. This means that most of the named Heroes from *The Lord of the Rings* movies, such as Grishnákh, Gorbag and Sharku, could not participate in Battle Games themed at the time of the Last Alliance. A summary of the main forces of Sauron is shown on the opposite page.

If, however, you are playing in a points match scenario, then you may not need to stick to the story. If both you and your opponent agree, then you can simply choose the force from all the models at your disposal and play a straightforward Battle Game, without worrying about historical accuracy.

▲ POINTS MATCH GAMES

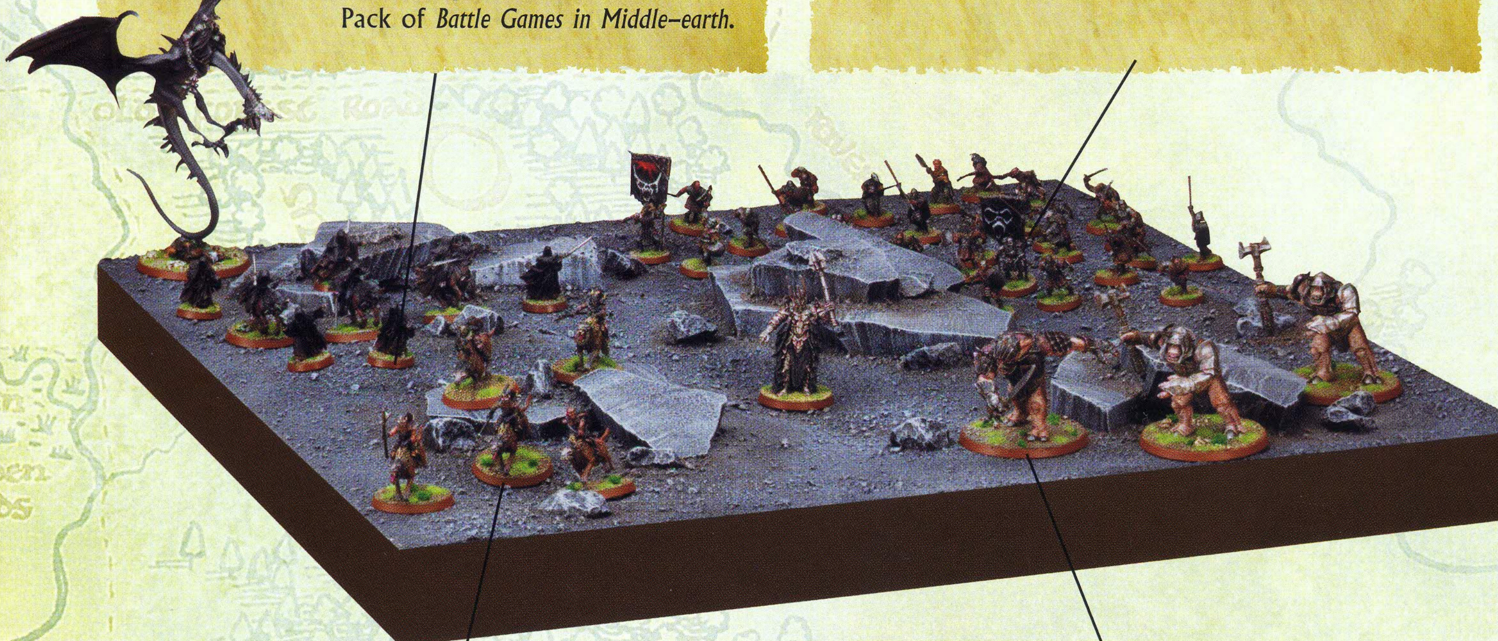
Although not entirely accurate, it is perfectly fine for Grishnákh to lead your Second Age Orcs in a points match.

Nazgûl

Succumbing to the power of Sauron's magical Rings, these former Kings of Men are now the most feared servants of the Dark Lord. As described in Pack 37's Playing the Game, you may choose up to eight Ringwraiths and the Witch King for your Second Age army. The rules for their terrifying winged Fell Beasts will be presented in a future Pack of *Battle Games in Middle-earth*.

Mordor Orcs

The vile Orcs make up the vast majority of Sauron's forces. Thousands upon thousands were present at the battle of the Last Alliance, swarming over the forces of Good in a tide of malice and ferocity. To represent the Orcs of the Second Age, choose Orc Warriors and Orc Captains from Pack 24's 'Forces of Mordor'.



Wargs

During the Second Age, Sauron bred many evil beasts to augment his army. Among them were the Wargs – foul creatures of vicious temperament, used as mounts by the Orcs. You may include Wargs in your Second Age army of Mordor, using their profiles from Pack 16's 'Forces of Isengard'.

Trolls

The mighty Trolls of Mordor were bred by Sauron to crush his foes with raw power and primitive aggression. More deadly than a cavalry charge and stronger than any Man or Elf, Trolls are fearsome to behold. When choosing your Second Age Mordor army, you may select Trolls and Troll Chieftains from Pack 41's Playing the Game.

The Dark Lord Sauron (Points value: 500)

Known by many names – the Enemy, the Deceiver, The Lord of the Rings – Sauron is an ancient power of Evil and enemy of all that is good and pure in Middle-earth. At the Battle of the Last Alliance, he took the form of a gigantic warrior and carried The One Ring – a weapon of terrible power that granted him near-immortality.

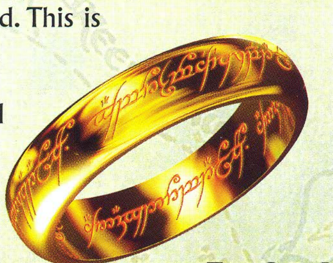
F	S	D	A	W	C	Move	M	W	F
9/-	8	10	3	5	7	14cm/6"	3	+3	-

Wargear:
Hand weapon and heavy armour
The One Ring

Special Rules:
Terror (see Pack 10's Playing the Game)
Master of Evil
Unstoppable!

The One Ring

In the hands of Sauron, The Ring works differently to when used by Frodo, Isildur, or any other Ring bearer. As long as the Dark Lord wears The One Ring, he is all but invincible. Only by taking The Ring from him can he be defeated. This is represented by the fact that Sauron does not have any points of Fate, but is instead protected by The Ring's awesome power.

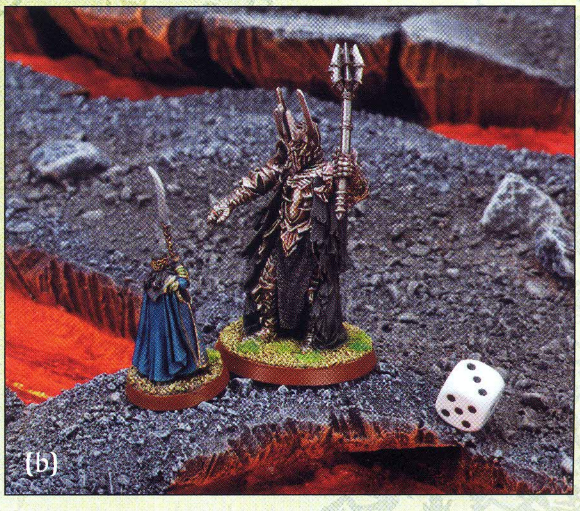


THE ONE RING™

➤ VICTORY?
Gil–galad scores a brace of Wounds against Sauron with the mighty spear Aiglos, seemingly killing the Dark Lord.

Roll a dice when Sauron loses his last Wound (a). On the score of a 2 or more, the Wound is instantly restored and Sauron may continue to fight (b). This happens every time the last Wound is lost, so the only way Sauron can be killed is if he rolls a 1 when attempting to restore it. This represents the chance – however unlikely – that a lucky blow will separate The Ring from Sauron's hand, as in the battle of the Last Alliance.

NB. If Sauron is part of the Evil force, then no other model on either side may have The One Ring. There is only ever one Lord of the Rings!

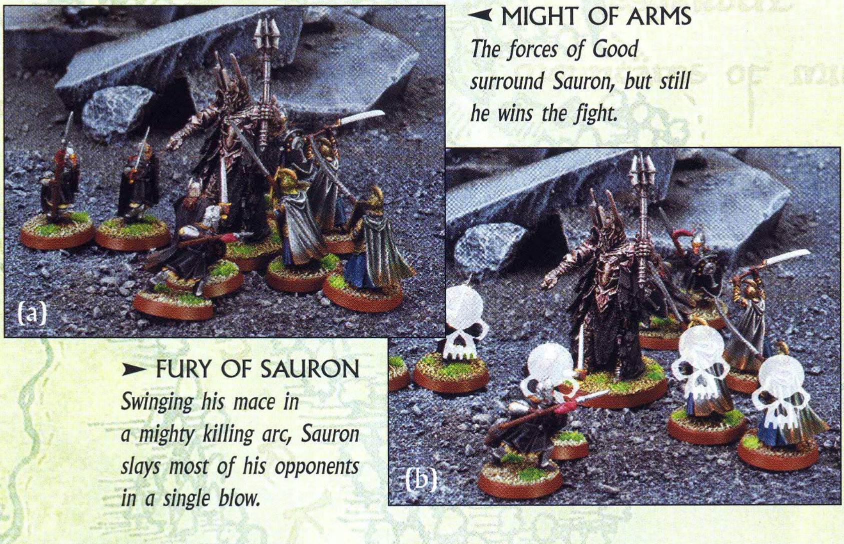


◄ POWER OF THE RING
On the roll of a 3 on the dice, Sauron continues to fight as the power of The Ring sustains him.

Master of Evil

The servants of the Enemy fear Sauron's wrath far more than death at the hands of their opponents. Similarly, the Good side's forces know that they are facing the ultimate evil, and are willing to sell their lives to defeat it once and for all. As long as Sauron is on the board, neither side needs make Courage tests if their forces are reduced to half their starting number (see Pack 10's Playing the Game).

◄ TO THE DEATH!
Sauron's appearance on the battlefield inspires the forces of Mordor, and fills the Free Peoples with grim determination.



◄ MIGHT OF ARMS
The forces of Good surround Sauron, but still he wins the fight.

► FURY OF SAURON
Swinging his mace in a mighty killing arc, Sauron slays most of his opponents in a single blow.

Unstoppable!

Such is Sauron's power that to face him in combat is almost invariably to meet one's death. If Sauron is involved in a multiple fight, he can make three strikes – one per attack – in the normal manner, or he can choose to sweep his mace around in a deadly arc. If Sauron chooses this second option, all the enemies that have taken part in the fight, even those supporting with spears or pikes, suffer one strike. Roll for each model to see if they are wounded in the usual way.

Magical Powers

Unlike other Heroes who employ magical abilities, Sauron has 3 points of Will that are replenished at the start of each Evil turn. He may never begin a turn with more or less points of Will than this.

Sauron has the Transfix, Compel, Drain Courage and Sap Will powers, and may use them as detailed in Pack 12's Playing the Game. The only difference is that all his powers have a range of 42cm/18" instead of 28cm/12". In addition, Sauron has the Chill Soul power.

> *'The Lord of Mordor sees all – his gaze pierces cloud, shadow, earth and Flesh.'*
>
> GANDALF™

Chill Soul

Range: Any enemy model within 42cm/18".
Dice score to use: 5+.

With a single gaze, Sauron can drain the life force from his enemies. The victim immediately suffers a Wound unless he can use Will to resist. If a cavalry model fails to resist this power, Sauron can choose whether to target the rider or the mount.

► GAZE OF DEATH
Sauron turns his attention to the Elven swordsman, striking him dead on the spot!

The Last Alliance

At the end of the Second Age, the Last Alliance marched upon the slopes of Mount Doom to face Sauron himself. In this Pack we present the first part of our Battle Report as Owen and Darron replay this dramatic final conflict.

At last the time has come. After years of bitter war, the army of Sauron has been pushed back to the lands of Mordor. Under heavy clouds of ash and smoke, the forces of Elves and Men march up the slopes of Mount Doom to face the hordes of the Dark Lord. In the shadow of the great mountain they wait, resolute in their determination to end the terrible menace of the Dark Lord once and for all. In this Pack's Battle Game, we present the final conflict between the Last Alliance and the army of Mordor, wherein Sauron himself strides onto the battlefield, wielding the mighty Ring of Power. The forces of Good know that even if they can defeat Sauron's armies, all will be for nought if they cannot destroy the Dark Lord himself.

◄ THE FINAL CONFLICT
The Battle of the Last Alliance marks the end of the Second Age.

THE COMBATANTS

In this Battle Game, you and your opponent get to choose your forces in a Points Match, like the 'Open War' Battle Game presented in Pack 23. Players have 1,000 points with which to choose their forces. The Good player may choose his forces from the 'Men of the Last Alliance' in Pack 47 and the 'Elves of the Last Alliance' in Pack 45. The Good side must include at least two of the following Heroes: Gil-galad, Elrond, Elendil or Isildur. The Evil player can choose his force using the guidelines from the 'Forces of Sauron' in this Pack, but he must include Sauron.

▲► HEROES AND VILLAINS
In this Battle Game, Sauron faces off against the Heroes of the Last Alliance.

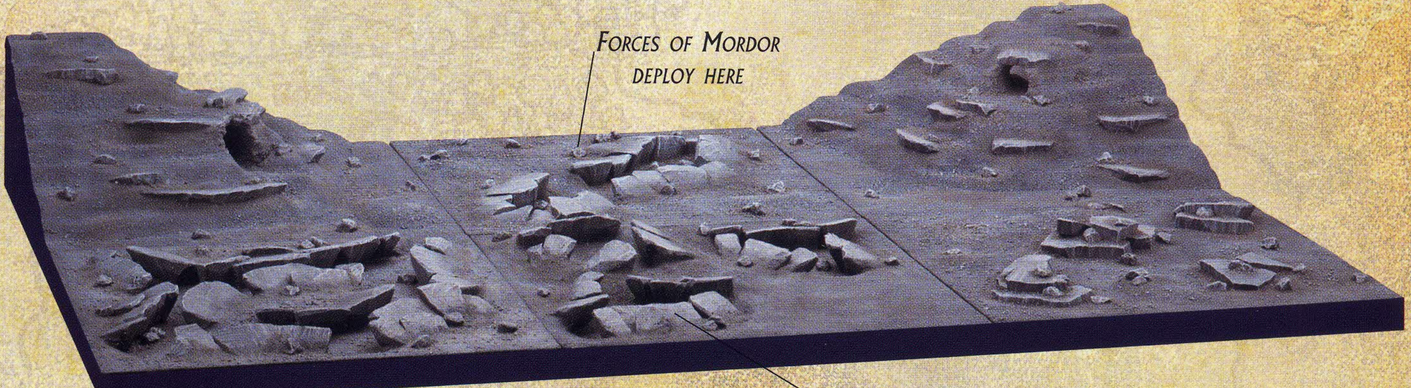
The Gaming Area

This battle takes place in the wastes of Mordor, on the slopes of Mount Doom. The game is played on a 180cm/6' by 120cm/4' board created using your Mordor modular terrain from this and previous Packs. We have used two of the original sections from Pack 44's Modelling Workshop as well as the broken ground sections from this Pack and the mountain sections from the next Pack. It is possible to use the lava sections from Pack 45, although this will have an impact on your game by restricting movement and endangering the models moving across it.

Starting Positions

In this game, the players get to choose where their forces will set up, using the following rules.

- Each player rolls a dice, and whoever scores the highest chooses which of the long table edges he wishes to deploy along. The other player sets up along the opposite edge.
- Both players then split their forces into two halves, with an equal number of models in each if possible.
- Both players roll a dice and whoever rolls highest starts to deploy, as described below.



- The first player chooses one half of his force and deploys it onto the table so that each model is within 28cm/12" of his table edge.
- The other player then deploys one half of his force anywhere within 28cm/12" of his table edge.
- After that, the first player deploys the remainder of his force, in the same area as before. Finally, the other player places the last half of his force in his deployment area.

➤ **DARK LORD**
The evil Lord Sauron seeks dominion over all life on Middle-earth.

WINNING THE GAME

In this Battle Game, Sauron is trying to crush the forces of the Last Alliance, while the forces of Good must destroy the Dark Lord if they are to have any hope of triumphing. Victory is achieved once one of the following conditions is met.

- The Good player wins if Sauron is destroyed.
- The Evil player wins if half the Good forces are destroyed, including two of the named Good Heroes – Gil-galad, Elrond, Elendil or Isildur.

Preparing for Battle

In this Battle Report, Darron commands the forces of the Last Alliance and Owen takes control of Sauron and his army. Here they explain how and why they chose their forces to recreate this climactic conflict.

Grand Strategies

To represent the skill of the Heroes involved and add to the excitement of the game, Owen and Darron decided to use the Strategies from Pack 44's Playing the Game. With Sauron and two Orc Captains, Owen had 3 Strategy Points to spend, selecting Hidden Deployment and Forced March. Commanding a mighty six Heroes, Darron selected all three of the Good Strategies, Inspiring Leadership, Tipping the Balance and Commanding Presence.

➤ GENERALS OF LEGEND

Darron and Owen used the special Strategy rules to reflect their mighty Heroes' skill at war.

Good Force

Darron – 'Although my warriors are brave and capable, I knew that they would never achieve victory against Sauron by themselves – to counter him I would need Heroes. The four greatest Heroes of that time were Elendil, Isildur, Gil-galad and Elrond so I chose them all for my force, along with Elf and Gondorian Captains. This would allow me to take all of the Good Strategies available – hopefully giving me the edge I needed to save Middle-earth. The big challenge in this game is that the Evil force doesn't need to worry about losing its troops, while the Good side must be careful not to lose too many. It would be up to my Heroes to bolster my forces against the destructive power of the enemy, and keep enough of them alive.'

▲ *The army of the Last Alliance stands ready to fight for freedom.*

Evil Force

Owen – 'Choosing my force for this Battle Game was quite easy, especially as half of my points had to be spent on Sauron! To balance out this huge investment I took 34 Orcs, including two Orc Captains and two Orc Banner Bearers. These troops would form the bulk of my army. Finally, my remaining points were spent on five Warg Riders and a Mordor Troll. My overall tactics would be simply to have Sauron hunt down the Good Heroes while the rest of the force engaged the bulk of the Good models. As destroying the Evil force isn't one of the victory conditions, I can happily expend my entire army whittling down the Men and Elves as long as Sauron survives to deal with their Heroes – a task the Dark Lord is more than up to.'

▲ *The mighty Dark Lord Sauron leads the hordes of Mordor.*

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Gil-galad	8/-	4	7	3	3	7	14cm/6"	3	3	1
Elrond	6/-	4	7	3	3	7	14cm/6"	3	3	3
Elendil	7/-	4	7	3	3	6	14cm/6"	3	3	1
Isildur	6/-	4	7	3	3	6	14cm/6"	3	1	2
Elf Captain	6/3+	4	6 (7)	2	2	5	14cm/6"	2	1	1
Elf Warrior	6/3+	3	5 (6)	1	1	5	14cm/6"	-	-	-
Captain of Gondor	4/4+	4	5 (6)	2	2	4	14cm/6"	2	1	1
Warrior of Gondor	3/4+	3	4 (5)	1	1	3	14cm/6"	-	-	-
Sauron	9/-	8	10	3	5	7	14cm/6"	3	3*	0
Orc Captain	4/5+	4	5	2	2	3	14cm/6"	2	1	1
Mordor Orc	3/5+	3	4 (5)	1	1	2	14cm/6"	-	-	-
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

NB. All warriors are armed and armoured as depicted on the model.
*Sauron can use 3 points of Will each turn.

Captains

To allow us to choose more Heroes in this Battle Game, we have decided to use some of our plastic miniatures to represent Captains. For this battle we used an Elf warrior, a Man of Gondor and an Orc to represent Captains. Some of these figures have either been converted or painted differently so we can tell them apart from the rank and file warriors.

➤ ADDITIONAL HEROES

Having extra models that can be used as Captains is especially useful for large Battle Games such as this.

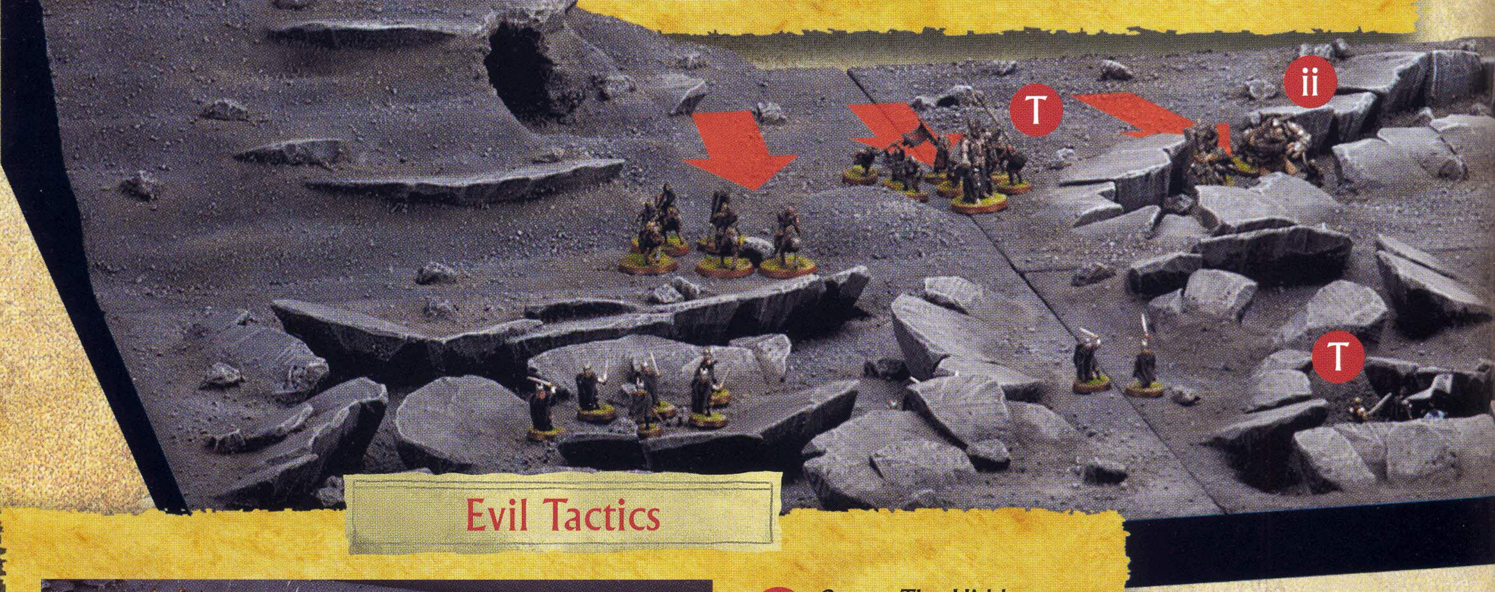
Setting up the Forces

Deployment

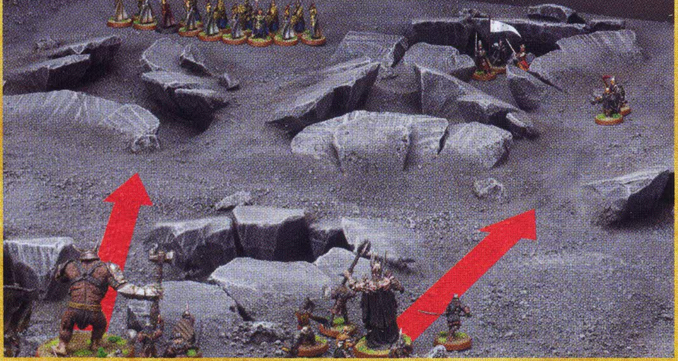
Owen and Darron prepared to face off across the desolate wastes of Mordor. Once they had chosen their table edges, they were ready to place the first groups of warriors.

Good Tactics

T *Darron* – Because Owen was using the Hidden Deployment strategy, I didn't know where Sauron would appear – and the greatest danger I faced was that Sauron would hunt down my Heroes and kill them one by one. To help prevent this, I positioned my Heroes close together so they could come to each other's aid. With their combined Might, I knew that getting the majority of my Heroes into combat with the Dark Lord would be my best chance to defeat him.



Evil Tactics



T *Owen* – The Hidden Deployment strategy meant that Darron was forced to place all of his troops on the board before me. Seeing that the bulk of his Elven troops were on one side, I placed a force of Orcs with my Troll to deal with them, while Sauron was positioned to attack the more isolated Human Heroes.

KEY

→ Good side moves

→ Evil side moves

T Tactics

EAGLE

EAGLE

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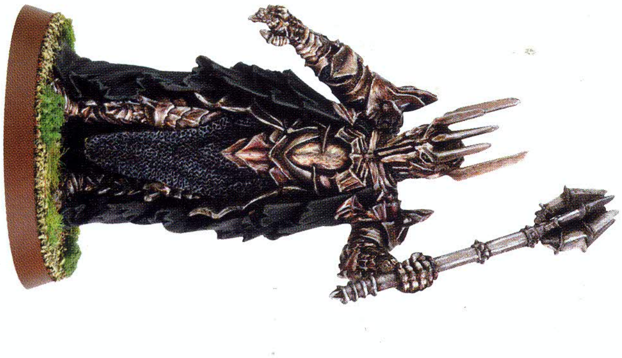
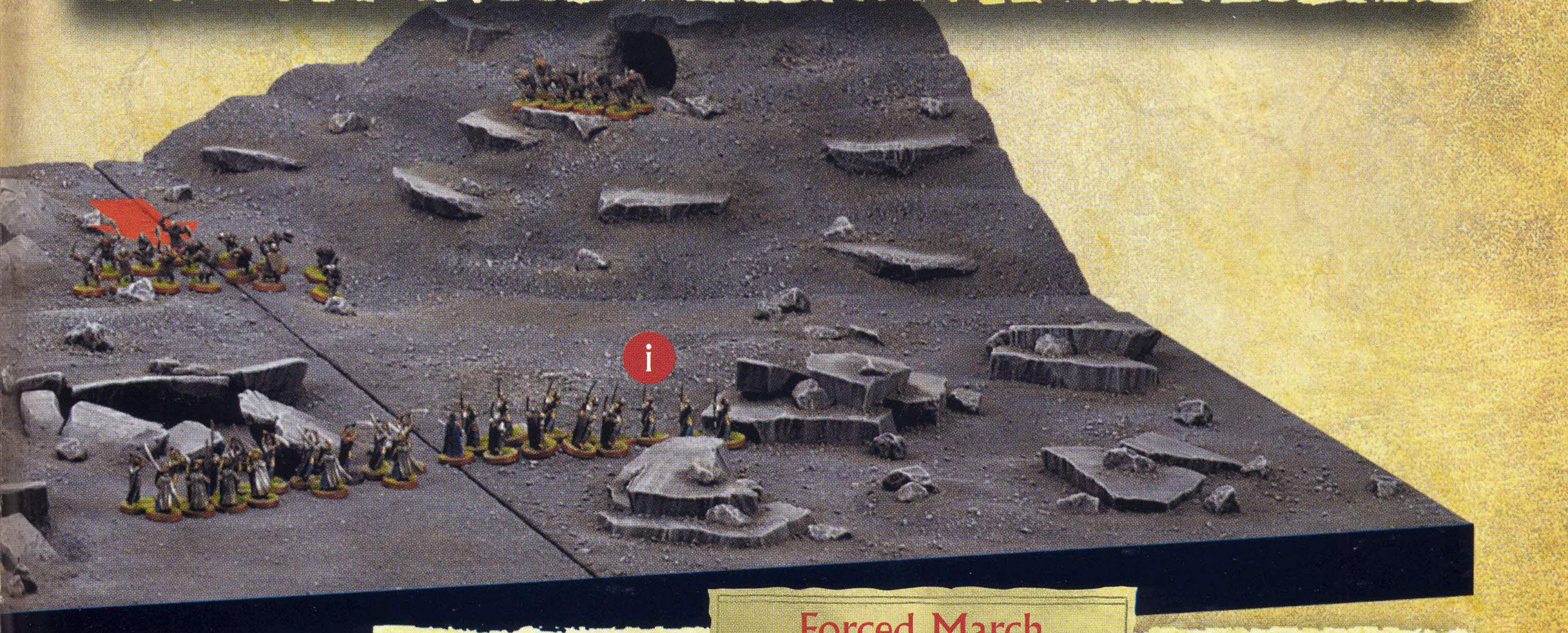


SAURON™

Ranks of Archers

i Facing hordes of Mordor Orcs, the Good archers really needed to reduce the number of Evil warriors early in the game. Darron placed all of his archers in a tight line to protect his right flank. With an expanse of open ground in front of them, the ranks of archers would create a formidable obstacle for the assaulting Mordor army to overcome.



Forced March

ii With the second of his Evil Strategies, Forced March, Owen moved his entire army forward. This was a daunting sight for the Good warriors as it would mean one less turn before the hordes of Orcs and the Dark Lord himself were crashing through their ranks. It also meant that the swift Warg riders on the Good side's left flank would be in a position to charge almost straight away.

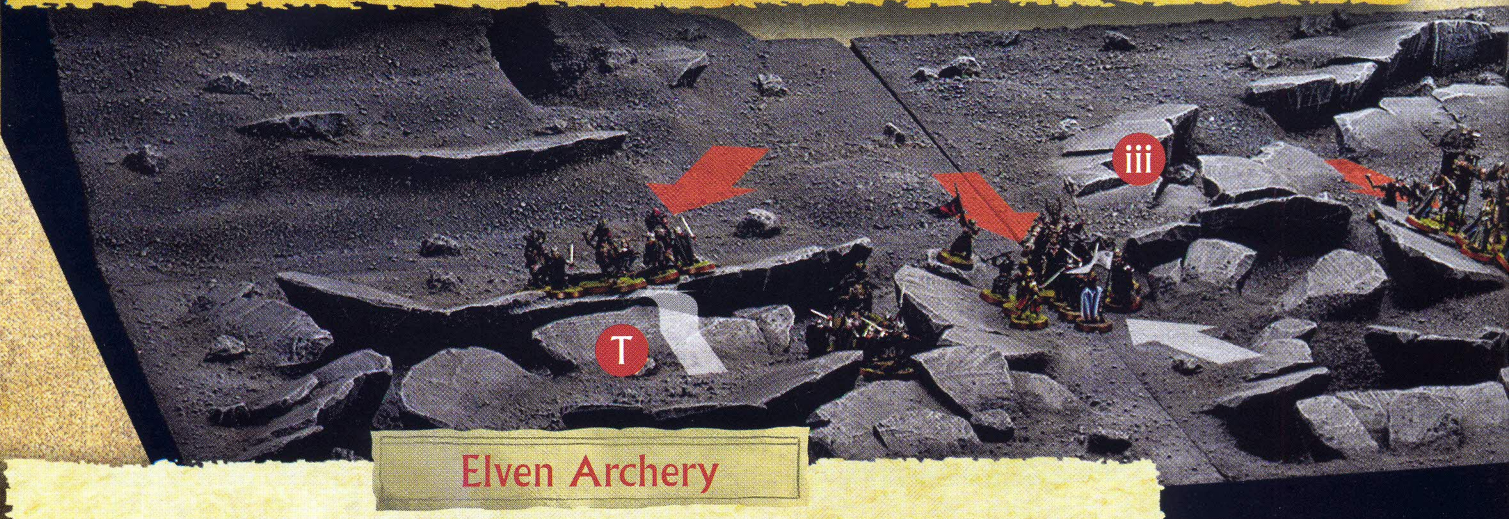
The Storm Breaks!

Turns 1–2

The forces of Mordor advanced toward the waiting blades and bows of the Last Alliance battle line. The disciplined ranks of Elves and Men prepared themselves for combat.

Inspiring Leadership

T *Darron* – On my left flank the Warg Riders were racing forward to support Sauron's advance. I decided to move a group of Warriors of Gondor to intercept them, sending a single warrior across the chasm to lure the Warg Riders closer. In the following turn I used the Inspiring Leadership strategy to call a Heroic Move with one of my normal warriors. This allowed me to charge the rest of my troops across the broken terrain and into the Warg Riders, not only holding them in combat, but also denying them their bonuses for charging.

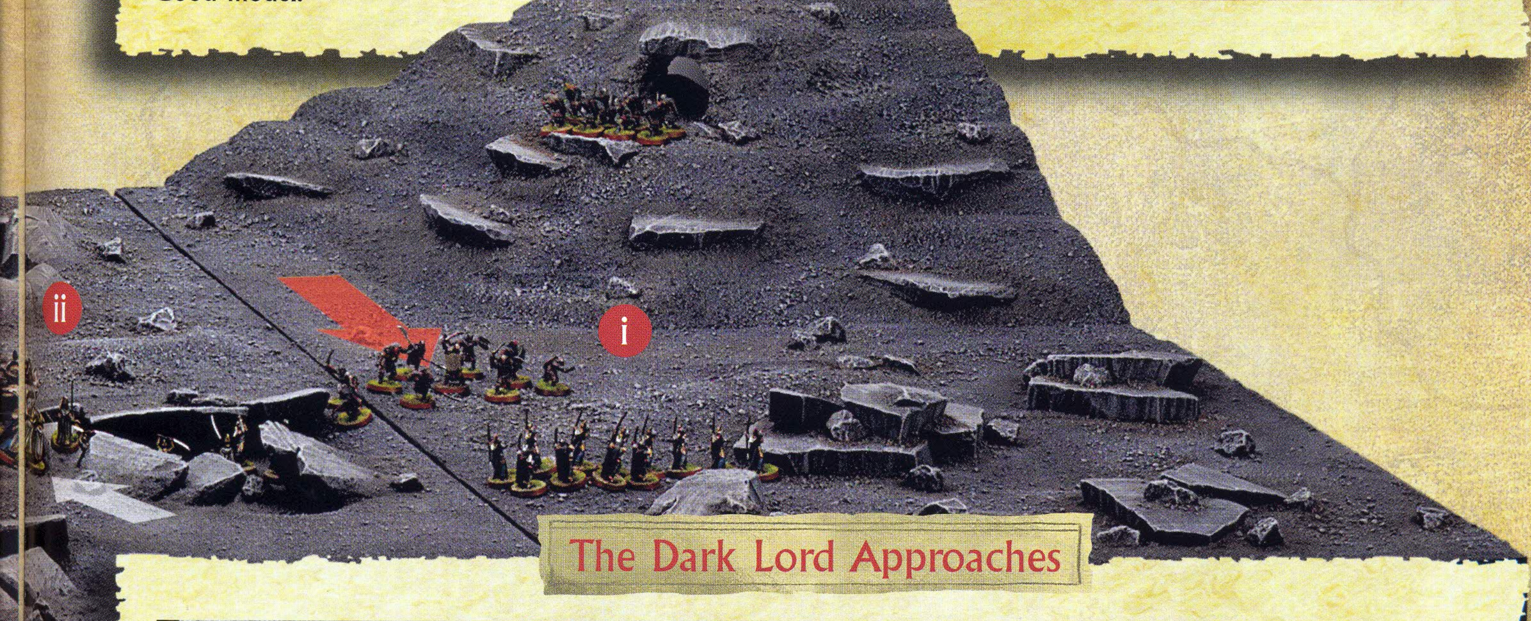


Elven Archery

i Eager to get to grips with their hated foes, the horde of Orcs charged across the open ground towards the mass of archers. With a hail of deadly arrows the Elves scythed down their targets, felling four Orcs in the first turn and another two in the following Shooting phase. Despite these losses, Owen continued to push his Orcs forward, knowing that once he got into combat his Captains could take their revenge against the Good warriors.

Troll Killer!

ii Keeping tight formation, the Elven warriors in the centre of the battlefield moved forward to intercept the Mordor Troll and his supporting Orcs. At their head Gil-galad led the charge against the Troll, his disciplined warriors fanning out around him creating a wall of swords and spears. Rolling eight dice against the Troll's three, the Elven king and his warriors won the combat and, with an impressive string of sixes, Gil-galad managed to slay the monster outright. The Troll had been destroyed before it had killed even a single Good model!



The Dark Lord Approaches

iii Sauron was now almost within range to charge into the midst of the Good models. In an attempt to buy himself a little more time, Darron moved a lone Gondorian warrior into the Dark Lord's path. In a gratuitous display of power, Sauron used his magic to Transfix the warrior, before crushing him in combat. The brave soldier had slowed the Dark Lord's advance, but it would only be a matter of time before Elendil and Isildur would have to face Sauron's wrath.

Next Pack...

'The Last Alliance' continues in the next *Battle Games in Middle-earth* Pack. Find out if the forces of Good can defeat the terrible evil of Sauron, or if the infernal might of Mordor will crush them once and for all...

King Elendil™

As King of Gondor at the time of the Battle of the Last Alliance, it was Elendil who joined his forces with those of the Elves in order to combat Sauron. Clad in ornate armour and fine robes, he is an imposing sight on the field of battle.

Elendil was the first king of Gondor, the realm he founded with his sons Isildur and Anárion. All fought in the war of the Last Alliance – a pact formed between Elendil and Gil-galad, High King of the Elves, against the menace posed by Sauron. Anárion was slain during the siege of Barad-dûr, but Isildur and Elendil survived to confront the Dark Lord at the foot of Mount Doom.

The two main areas to be painted on your Elendil figure are his ornate armour and the flowing robes and cloak. He also carries into battle Narsil, the mighty blade that cut The Ring from Sauron's hand and, thousands of years later, would be reforged into Andúril – Flame of the West – for Aragorn Elessar.

◄ KINGLY SPLENDOUR

Even Elendil's finely crafted armour cannot protect him from the might of the Dark Lord Sauron.

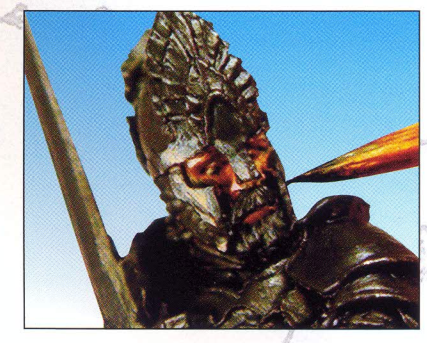
PAINTING ESSENTIALS

PAINTS REQUIRED

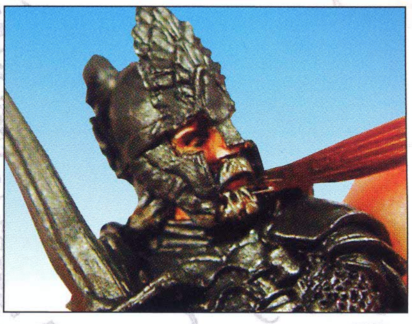
Dwarf Flesh
Bestial Brown
Elf Flesh
Codex Grey
Bleached Bone
Chestnut ink
Terracotta
Blood Red
Brown ink
Red ink
Vomit Brown
Skull White
Chaos Black
Boltgun Metal
Chainmail
Mithril Silver
Blue ink
Scorched Brown
Dark Flesh
Tin Bitz
Shining Gold
Burnished Gold
Yellow ink

① The Face, Hair and Beard

Elendil's face, hair and beard are mostly obscured beneath his helmet. Because of this, it's hard to reach them without straying onto the surrounding areas as well, so it's a good idea to paint them first. Apply the base colour of Dwarf Flesh to the face, then give it a wash of thinned-down Bestial Brown. Reset the base colour, then highlight the brows and tip of the nose with Elf Flesh. Paint the beard with Codex Grey, and to pick out the texture, lightly dry-brush it with a mix of Codex Grey and Bleached Bone. To add a touch of colour to the beard, you can give it a thin wash of Chestnut ink.



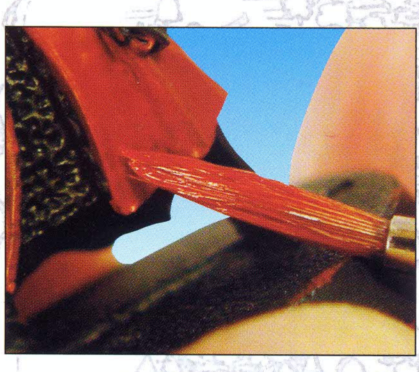
➤ After painting the face, it's easy to tidy up any mistakes by repainting the helmet with Chaos Black.



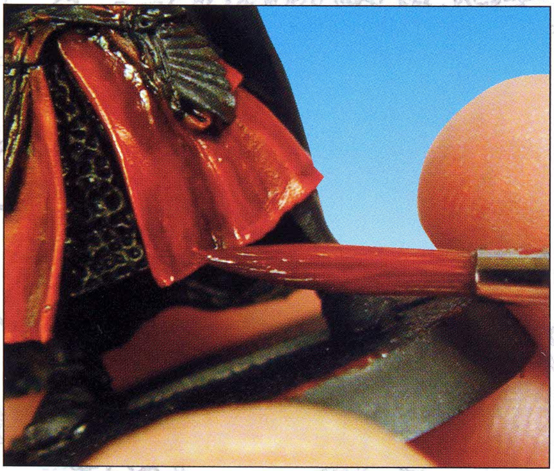
➤ Keep the wash thin enough that the greyness of the beard still shows through the colour of the ink.

② Elendil's Robes

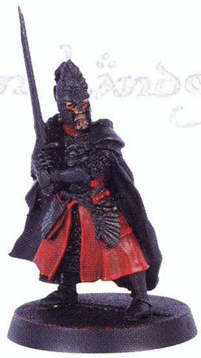
The rich crimson colour of Elendil's robes is achieved through a combination of layering and washes. The base colour is an equal mix of Terracotta and Blood Red. Follow this by giving the robe a wash with a thinned-down mix of Red and Brown inks. Reset the base colour and then, using the layering technique, highlight the robe with Blood Red. Apply a second highlight layer of Blood Red mixed with a small amount of Vomit Brown. After this, a wash of Red ink will serve to tone down the highlights and avoid a chalky appearance, as the Blue ink did on Gil-galad's robe in Pack 45's Painting Workshop.



▲ Applying more than one coat will give you a solid, smooth base colour. Make sure you wait for each to dry before applying the next.



▲ The final ink wash will enhance the colour of the robe while allowing all the shading and highlights to show through.

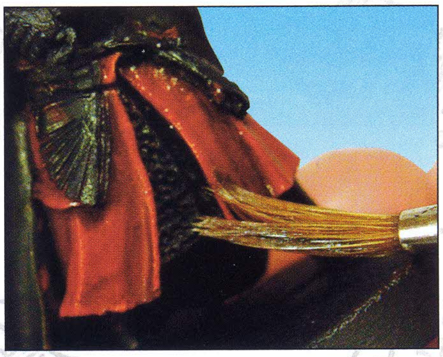


➤ Your Elendil figure at the end of Step 2.

RECAP

Inks and Varnishes

Depending on how heavily the ink is applied and how thinned-down it is, a wash can leave your models with a glossy appearance. This looks strange on areas that you would expect to be matt, such as cloth or skin. An easy solution is to apply a coat of matt varnish to the appropriate area. You can do this before the next step or, if you prefer, wait until you have finished painting the entire figure.

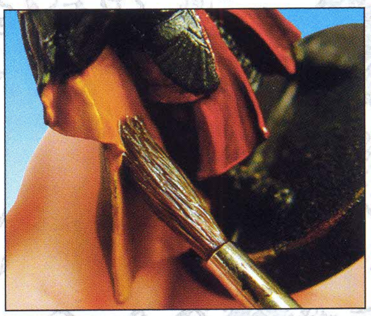


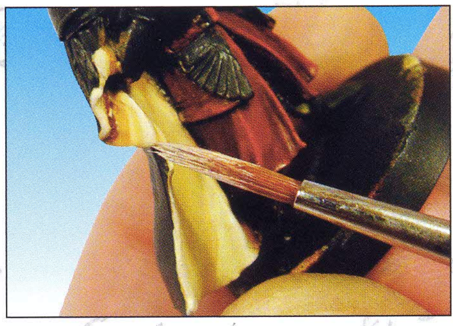
➤ A coat of matt varnish will eliminate the glossy sheen left by an ink wash.

3 The Inner Cloak

The lining of Elendil's billowing cloak is a pale, off-white colour. Begin with a base colour mixed from Bleached Bone and a little Bestial Brown. Follow this with a wash of thinned-down Brown ink, then reset the base colour. Highlight the cloak using layers – first of Vomit Brown, then Vomit Brown mixed with Bleached Bone, then Bleached Bone on its own. You could even try adding a final highlight of Bleached Bone mixed with Skull White.

➤ The ink wash will provide very dark shading for the deepest folds of the cloth.





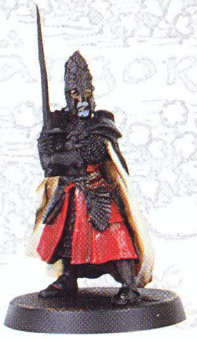
➤ If you wish, you can use more layers to make the transition between colours even smoother.

➤ Before painting the outer cloak, you may need to tidy up the edges where the colours of the inner cloak are showing.

4 The Outer Cloak

The black outer part of Elendil's cloak is painted in a similar fashion to the banner of the Minas Tirith Banner Bearer from Pack 34's Painting Workshop. Starting with a Chaos Black base colour, add a layer of Chaos Black mixed with Codex Grey. Finally, highlight the edges and the most prominent folds of the cloak using Codex Grey. Following this, give the whole cloak a wash of thinned-down Chaos Black, which will serve to make the highlights less severe.

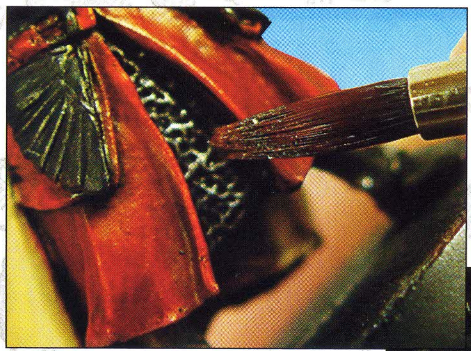
➤ This wash will make sure the cloak looks black rather than grey.



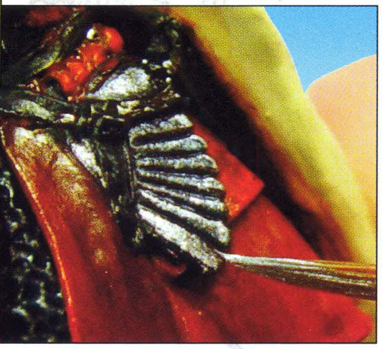
➤ With his robes finished, it is time to paint Elendil's armour.

5 Ornate Armour

Elendil's gleaming steel armour provides a strong contrast to the soft materials of his robes and cloak. The same layering techniques you have previously used on clothing can also be used on metallic areas. Begin by painting all the armour plates, apart from the edging, with Boltgun Metal. Next, apply a layer of Chainmail, followed by a highlight layer of Mithril Silver. After this, apply a thinned-down wash of equal parts Black, Brown and Blue inks. To sharpen up the edges, you can add an additional final highlight with Mithril Silver. The chainmail was painted using the same colours, simply substituting layering with dry-brushing to bring out the texture.



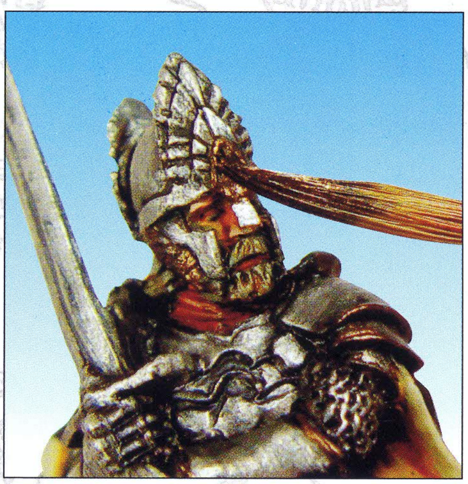
◄ Take great care when dry-brushing the chainmail under the robes. Using a small brush will make this easier.



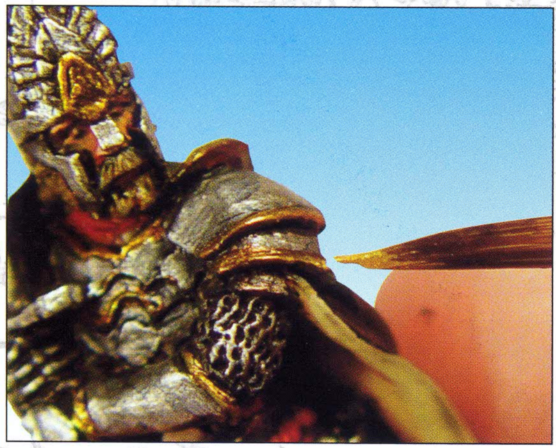
► Make sure the ink wash is dry before applying the final highlight.

6 Final Details

Paint Elendil's boots and belt with Scorched Brown, then highlight them with a mix of Scorched Brown and Dark Flesh. All that now remains is to paint the gold decoration on his armour. Begin with a base colour of Tin Bitz, then highlight the decoration first with Shining Gold, then with Burnished Gold. A wash with a mix of Brown and Yellow inks will make the Gold even brighter in appearance.

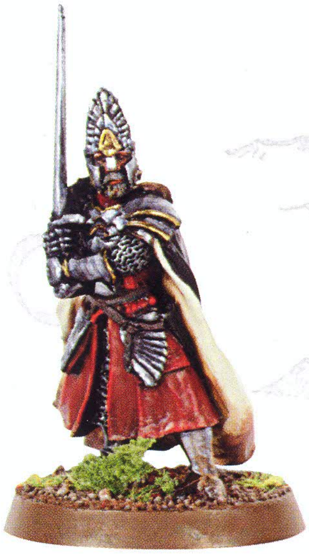


◄ The deep, metallic brown of Tin Bitz provides a strong base colour for areas that will be painted gold.



◄ When applying the final wash, be very careful not to get any on the silver armour plates.

> *'One by one, the free lands of*
> *Middle-earth fell to the power of The Ring.*
> *But there were some who resisted.'*
>
> GALADRIEL™



▲ Your completed Elendil model, resplendent in all his majesty.

Your Own Projects

The lands of Middle-earth are full of interesting areas that you can represent in your battle games, providing many modelling opportunities. In this Modelling Workshop, we give you advice on how to come up with modelling projects of your own.

The entirety of Middle-earth is open for you to model, from the splendour of Rivendell to the bog-infested wasteland of the Dead Marshes, or even such unseen places as the depths of Mirkwood and the vast deserts of Far Harad. In every Pack of *Battle Games in Middle-earth*, we present a new modelling project for you, each with a new skill or technique to try. As your experience with creating these terrain pieces increases, it is likely that one day you will want to create a modelling project of your own devising. In this Pack we look at how to design, plan and build your own scenery projects using our latest modelling project, Mordor broken ground, as an example.

◄ INVENTING NEW TERRAIN
Making your own terrain models challenges your skills and allows you to be inventive.

1 Inspiration

The most obvious place to look for inspiration for a modelling project is *The Lord of the Rings* movies. Every scene in the films is visually stunning and packed with detail, all of which would be a great challenge to build. One thing to decide is whether you want to make a specific thing, such as the Seat of Seeing where Frodo has his vision of Mordor at the end of *The Fellowship of The Ring*, or something more generic, such as a ruin that could be used with your Gondor terrain.

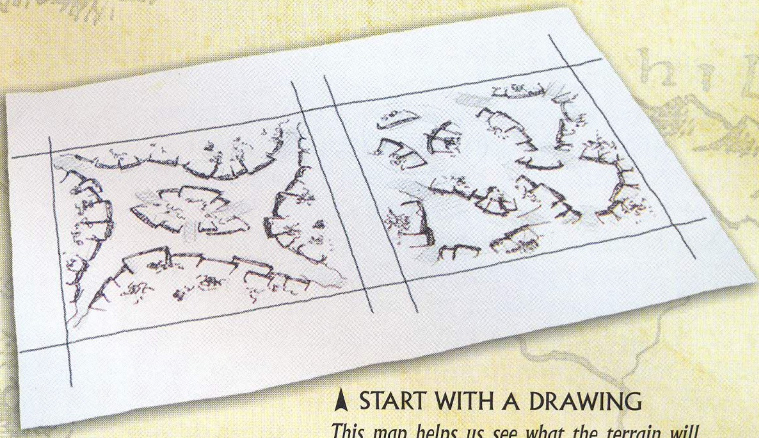
Inspired by the scenes where Frodo and Sam are lost within Emyn Muil, we thought a scenario set in an area of broken, rocky ground would be an exciting game to play. Because such an area of gullies and ravines could also be used to represent other places in Middle-earth, like the outside of Shelob's lair, we decided to make it more generic than specific.

► INSPIRATIONAL FILM IMAGERY
The razor sharp maze of Emyn Muil would present an excellent battlefield to play a game around.

◄ ROCKY GULLIES
Ravines and pits on the battlefield will present a challenge during combat, as it increases the chances of models becomming trapped.

② Sketch Your Ideas

Before you start to cut and glue, it is a good idea to spend a little time planning out the project. Such planning can help construction go more smoothly, as you will be able to spot potential problems before they occur. A good place to start is to draw a sketch or map of how you want the finished model to look. This really helps you to work out how big the various parts will be, and the best order in which to assemble them. We wanted our broken ground to be part of our Mordor modular terrain, so we drew a map of what each piece would look like.



▲ START WITH A DRAWING

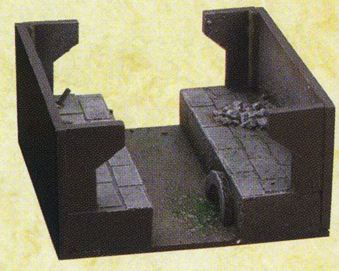
This map helps us see what the terrain will eventually look like and, since we know each board section is 60cm/24" square, it gives us a good sense of how big the different elements will be.

YOU WILL NEED

Materials

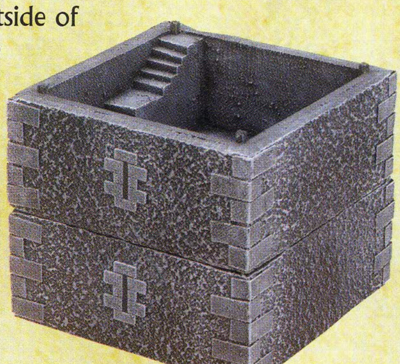
The next stage is to decide what materials to make the model from. If you are using an existing Modelling Workshop as a starting point, you can use the materials suggested there and make adjustments as needed. Otherwise, think carefully about the type of model you want to make and then decide on the most appropriate material to use. The information presented in Packs 2 and 23 is useful here. When choosing your materials, bear the following points in mind:

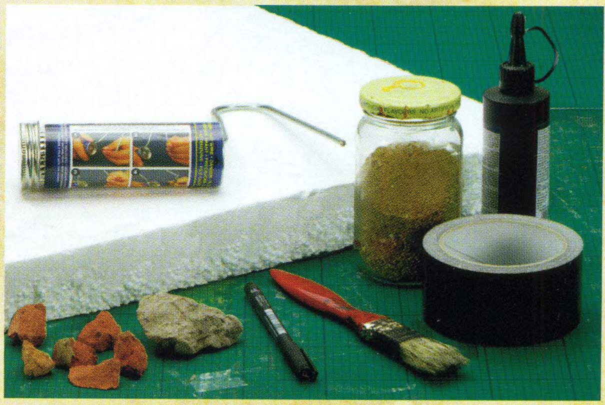
- *How strong does the model need to be?* Perhaps part of the model will be unsupported, or have to bear the weight of another part? For example, these sewer walls have little to support them, so foam board was used instead of card as it is more rigid.



- *How much of a particular material will I need?* Bigger modelling projects can require large amounts of material to make. For example, as we were making lots of mine workings, we used balsa as it is cheap and easy to use.

- *What do I want the eventual finish to be?* Every material has its own distinct look when used. This is called the finish. For example, polystyrene ceiling tiles were chosen for the outside of this tower because of the stony appearance of their texture.





▲ MATERIAL CHOICES

The tools and components we will use are the same as those used in Pack 44's Modelling Workshop.

③ Techniques

Once you have a sketch and some materials in mind, you can start to think about what techniques you could use to create your model. Look through your copies of *Battle Games in Middle-earth* and see if anything similar has been presented in a previous Modelling Workshop. If not, be inventive with all the techniques you have learnt and see if you can apply one of the ideas from an existing project to your new model. Don't be afraid to experiment and even invent completely new techniques if needed. As our model is going to be based on the previous modular terrain, we re-read through those Modelling Workshops for ideas.

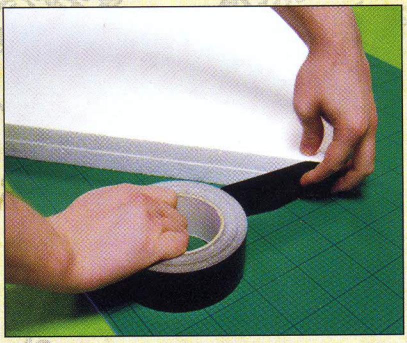
Plains of Mordor

You Will Need

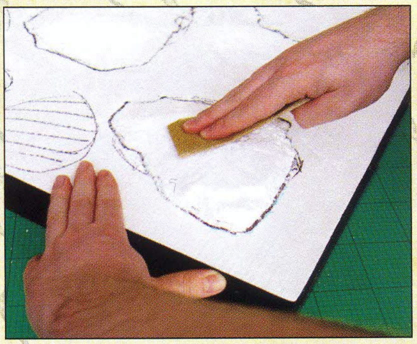
The Basic Board

➤ VALUABLE RESOURCES
A wealth of ideas have been presented in previous Modelling Workshops – with a little imagination, many of these can be applied to your own models.

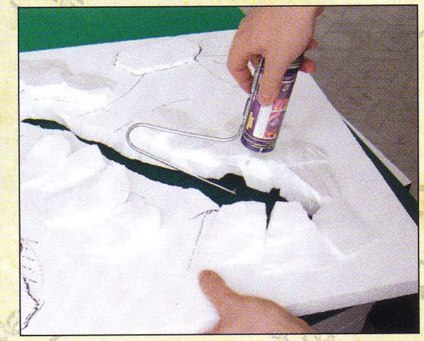
➤ MODULAR BOARDS
Our boards will be constructed using a combination of the basic board and rock valley techniques.



Looking back at Pack 44 we found several techniques that could be useful. We wanted our area of broken ground to be part of our Mordor modular terrain so we chose to use that as our starting point. We also wanted a maze-like area of gullies and cracked, broken ground. For ideas on how to create this, we looked at how the rock valley was made. We decided to make several smaller crevasses and pits using the basic rock valley technique to get our maze effect. Finally, to add a sense of height to one of our board sections, we decided to make one of our gullies on top of an area of raised terrain.



▲ RISES AND HILLS
Using the undulating terrain technique will create different levels to the board.



◄ CREVASSES
Several small crevasses will be created using the rock valley technique.

④ Construction Plan

After deciding upon the techniques and materials, it is a good idea to jot down on a piece of paper what the different steps of construction will be, just like in one of our Modelling Workshops. Doing this can be very useful – for a start you can see if the construction follows a logical course before you begin and, if any changes need to be made, you can make them. Also, it can keep you on track, reminding you of what step is to be taken next. It does not have to be as detailed as a Modelling Workshop article – just a few bullet-pointed reminders will suffice.

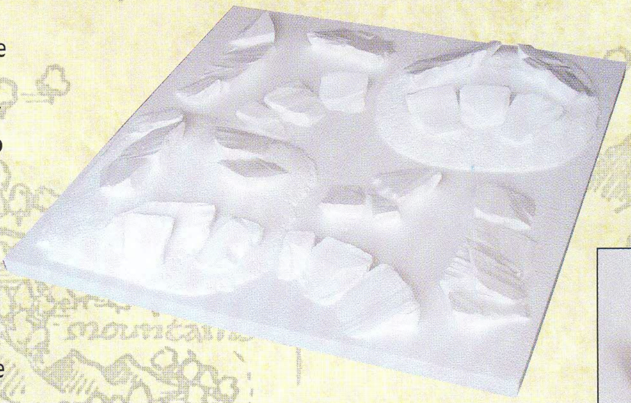
➤ STEP BY STEP
Taking the information from Pack 44 as a starting point, we created our own step-by-step guide.

Broken Ground

① Glue on the raised area and sand down.
② Cut out the rocks and glue to top board.
③ Cut holes in top layer where gullies will be.
④ Glue top board to bottom board and add tape.
⑤ Sand down the slopes leading into gullies.
⑥ Add sand and texture.
⑦ Paint.

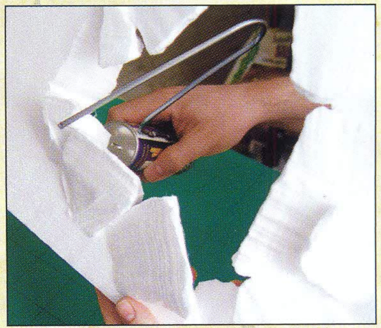
5 Construction

Once we had sat down and put a little thought into how we were going to construct our model it was a relatively easy process to follow our step-by-step guide. First, we created a raised area just as in Pack 44. However, before sticking it down, we glued teeth onto the top and cut a hole in the middle so that when it was glued down, the bottom of the gully would be level with the top of the board. The rest of the rocky crevasses were made in the same way as the rock valley, only cut smaller. Once it had all been painted, the boards were ready for use in our next Battle Game.



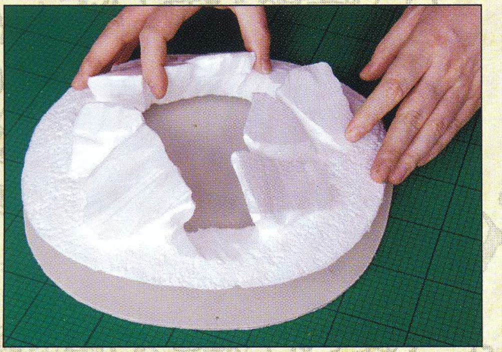
◄ DRY RUN

Once all the pieces were ready, we positioned them on the board in order to get the right spacing.



► CUTTING

Only once we were happy with the positions, did we cut out any of the gullies.



► IMPROVISED

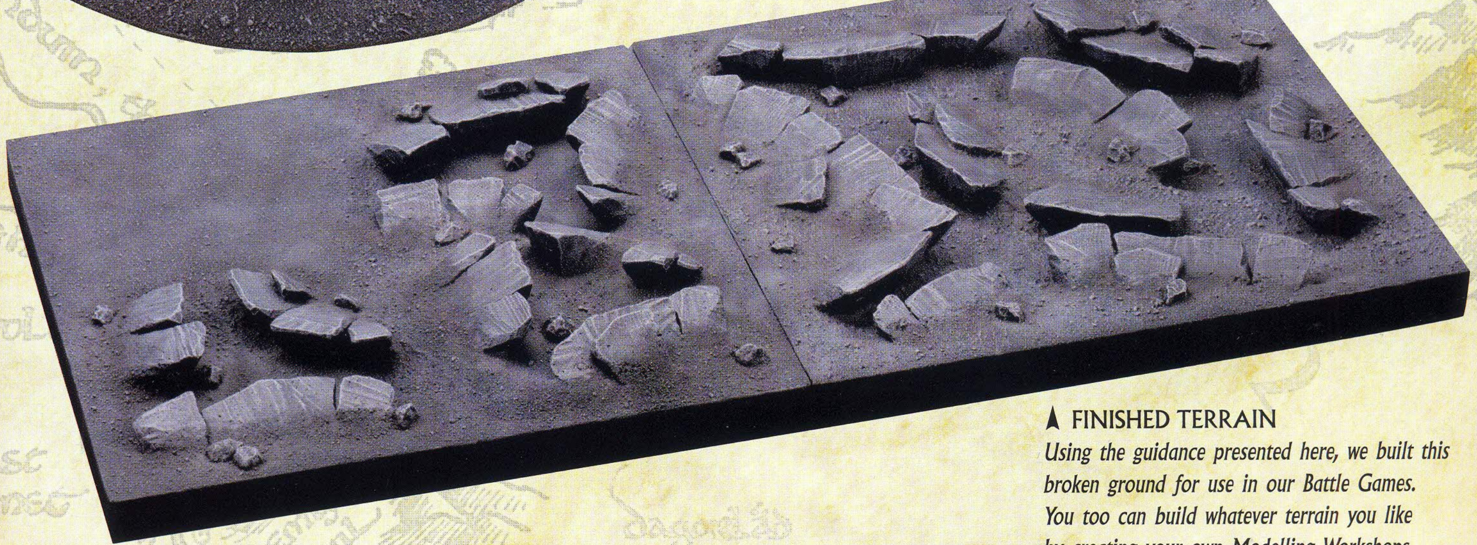
We used the existing techniques to create a gully, and then mounted it on a card base.

6 Improvising

Your step-by-step list is only a guide, so don't be afraid to deviate from it if you have a good idea during construction. Such improvisations are a great way to test your skills and come up with new techniques. For example, while making our broken ground we decided that, instead of fixing all the rocky areas to the board, we would put one section on a piece of card. This way it can be used on other Mordor boards or even on our normal playing area.

◄ GOOD IDEA

Even though it was not part of the original plan, this separate piece of terrain adds variety to our Mordor boards.



▲ FINISHED TERRAIN

Using the guidance presented here, we built this broken ground for use in our Battle Games. You too can build whatever terrain you like by creating your own Modelling Workshops.

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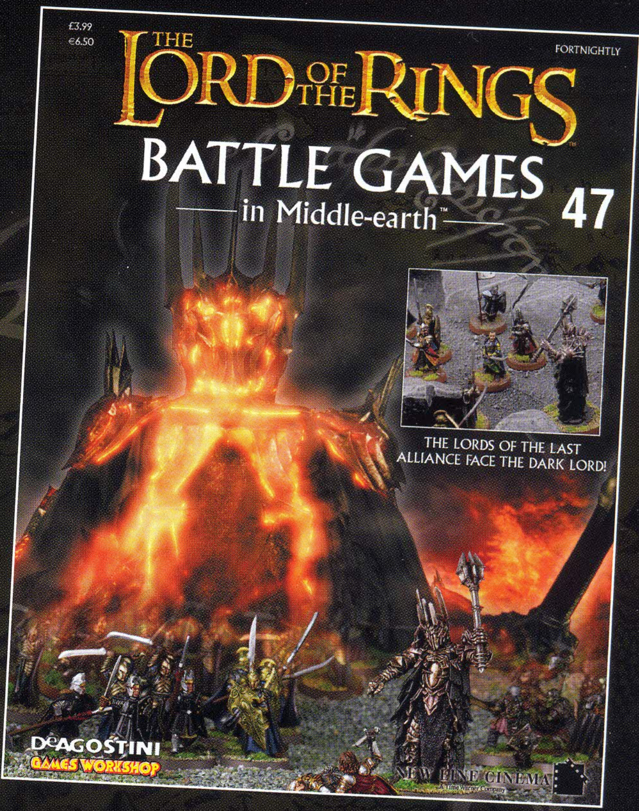
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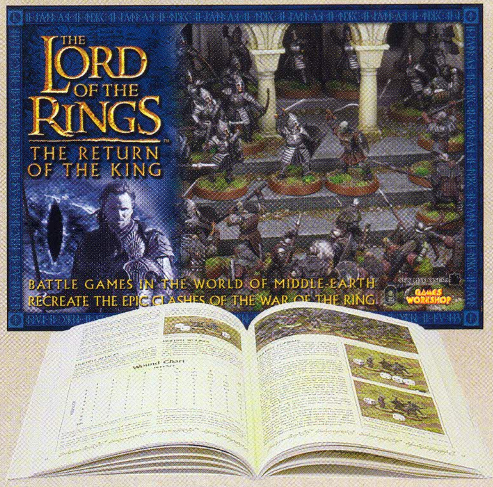
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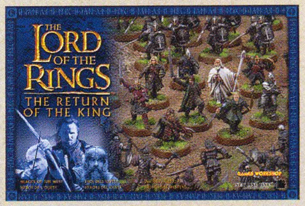
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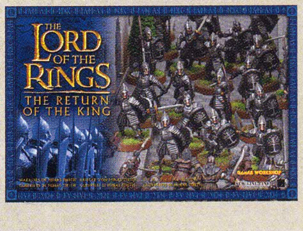
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